

AMENDMENTS TO THE CLAIMS

1. (Previously Presented) A method of simulating the activities of a plurality of creatures, the method comprising:

simulating activities of the plurality of creatures at a first mode of simulation observable by a user, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

simulating an activity of one of the plurality of creatures at the second mode of simulation observable by the user, wherein results of the simulation at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation.

2. (Previously Presented) A method as claimed in claim 1, wherein said second mode of simulation is utilised when one or more of said plurality of creatures simulated by said first mode is undergoing a change in environment, the second mode being utilised to simulate the activity of said one or more of said plurality of creatures undergoing the change in environment.

3. (Previously Presented) A method as claimed in claim 2, wherein said change in environment comprises a creature undergoing at least one of: fighting; mating; eating; interacting with another creature; reproducing; sensing another creature; encountering another creature; moving to a new terrain type; and altering the environment.

4. (Currently Amended) A method as claimed in claim 1, wherein the second mode is invoked at the start of the simulation so as to determine the starting parameters of each creature.

5. (Original) A method as claimed in claim 1, wherein said second mode is utilised to determine at least one parameter affecting the activity of the simulated creature, said parameter being subsequently utilised by the first mode of simulation.

6. (Original) A method as claimed in claim 1, wherein when the method changes from utilising the second mode to the first mode, at least one parameter relating to said creature simulated by the second mode is stored for use by a later iteration of the second mode.

7. (Previously Presented) A method as claimed in claim 4, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; and creature rate of turn.

8. (Previously Presented) A method as claimed in claim 5, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; and creature rate of turn.

9. (Previously Presented) A method as claimed in claim 6, wherein said parameter comprises at least one of creature mass; creature energy; creature strength; creature behaviour transition probabilities; creature biochemical levels; creature movement parameters; creature speed; and creature rate of turn.

10. (Currently Amended) A recordable medium having recorded thereon computer readable code, wherein the computer readable code is adapted to:

simulate activities of the a plurality of creatures at a first mode of simulation observable by a user, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

simulate an activity of one of the plurality of creatures at the second mode of simulation observable by the user, wherein results of the simulation at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation for the new change in environment.

11. (Currently Amended) A simulator device arranged to simulate the activities of a plurality of creatures, the device being arranged to utilise at least two modes of simulation, the two modes of simulation comprising:

a first mode of simulation arranged to simulate activities of the plurality of creatures observable by a user, wherein the first mode of simulation is less detailed and less computationally intensive than a second mode of simulation; and

the second mode of simulation arranged to simulate an activity of one of the plurality of creatures observable by the user, wherein results at the second mode of simulation are used to provide a simulation of the plurality of creatures at the first mode of simulation for a new change in environment.